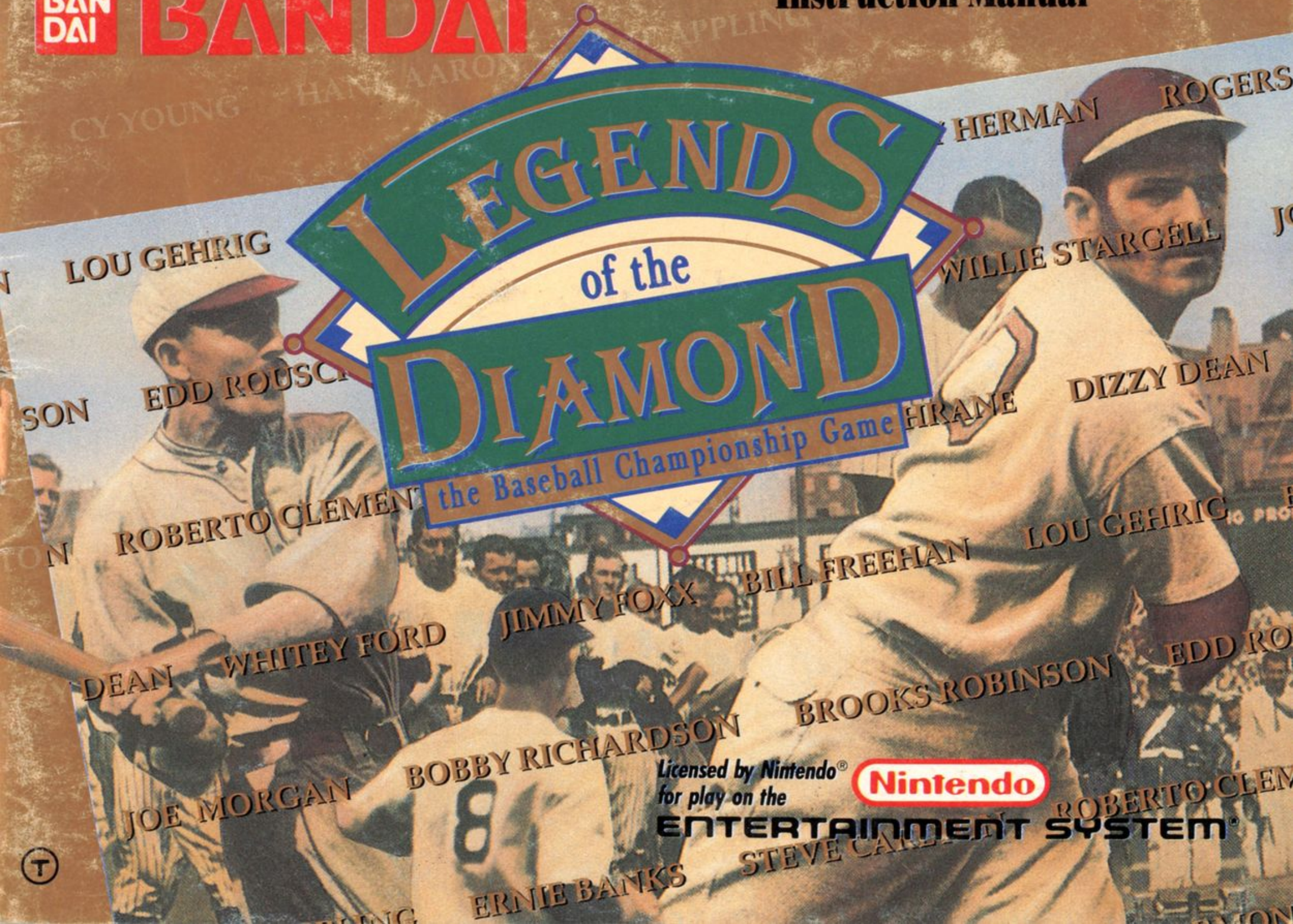
BANDAI

Instruction Manual

NES-8L-USA



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BANDAI®

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Precautions

1. Turn off the power before inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older television models have rounded screens and may block out a portion of the image.

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Thank you for selecting Legends of the Diamond for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

1. INTRODUCTION

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

For decades baseball has been the national pastime of the U.S. with a history both rich and exciting. And for every youngster who ever looked to their sports heroes for inspiration, there have been countless legends of the diamond that rose to the task and made baseball the great game it was and still is today. Babe Ruth, Lou Gehrig, Hank Aaron, and Dizzy Dean are but a few of the superstars that graced the game.

Now these baseball legends come to life in Legends of the Diamond. You are the manager. You select which legendary greats will play on your team, and then you call the shots. Bring in a relief pitcher or a pinch hitter...call for a double steal...slide into home...hit home runs...dive for a spectacular catch! You control every play. So, let's play ball!

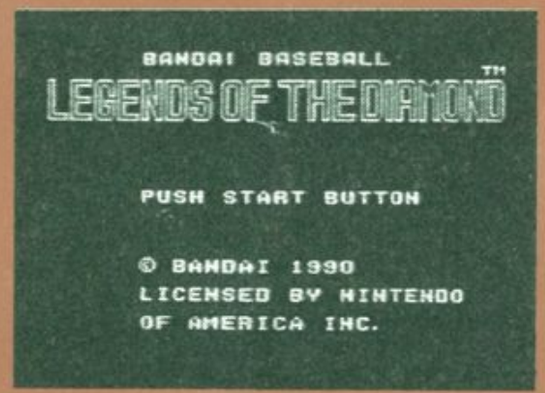
2. HOW TO PLAY THE GAME

Starting the game

Insert the cartridge into the Nintendo Entertainment System and turn on the power. The Bandai logo will appear followed by the Legends of the Diamond Title Screen. Press the START Button to enter the select mode.

1 Player Game Mode

To play against the computer, use the Control Pad to place the baseball cursor next to the 1 Player option, then press the A Button to advance to the Tournament or Official Game Mode Screen.



Tournament and Official Game Modes

Press the Control Pad up or down to move the cursor next to one of the two options. If you select the Tournament Mode, the

computer will pick a rival team. You must defeat this opponent in order to advance to the second round of the tournament where you will play a different team. You must defeat all eight teams in the tournament to win the game. If you lose to a given team, you can choose to replay them until you win.

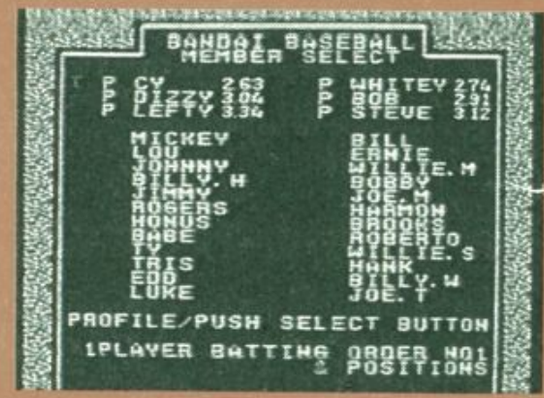
In the Official Mode, you can choose whichever team you would like to play against. If you beat this opponent, you can choose any other team for your second game.

Random and Member Select Modes

After you have chosen the game mode, press the A Button to advance to the Random or Member Select Screen, then use the Control Pad to choose the desired option. In the Random Mode, the computer will select your players and their positions. The Member Select Mode allows you to determine your own lineup.

If you choose the Random Select Mode, a screen will appear showing you which

players the computer has selected for you.
If you are not satisfied with the computer's selections, you have the opportunity to make changes. Use the Control Pad to move the cursor to Member Change if you want to change your players or select Position Change if you want to change their positions. Choose the B.O. option to change your team's batting order. When you are completely satisfied, move the cursor to the OK and press the A Button to advance to the Team Select Screen.



If you choose the Member Select Mode, a screen will appear showing you the players you can select for your team. Use the Control Pad to move the cursor to the players you want and press the A Button to select them. After you have chosen a player, you can choose which position they will play by first pressing the A Button to select a player, then using the Control Pad to toggle through the available positions. Press the A Button again to register the selected position and move on to the next player. When you have positioned all of your players, a screen will appear showing your line-up. If everything is correct, move the cursor to OK and

press the A Button to advance to the Team Select Screen.

Team Select Screen

Once you have chosen your players and determined their positions, the Team Select Screen lets you choose what team your line-up will play on. This screen shows the logos of all the teams in the league. Use the Control Pad to toggle the cursor to the desired team and press the A Button to select it. If you selected the Tournament Mode (see above), the computer will have chosen your first opponent and the game will advance to the Field Select Screen. If you chose the Official Game Mode, you must select your opponent the same way you selected your own team before advancing to the Field Select Screen.

Field Select Screen

The Field Select Screen allows you to choose between an old -time baseball diamond and a modern day field. The girls to the right of each field determine the weather conditions of that particular diamond. If the girl is happy, it means the field has good conditions, but if the girl is sad the conditions are bad. The girl figures with their hair blowing and dresses waving determine the wind conditions. The faster their hair and dresses move, the stronger the wind is blowing.

Next to these girls is a picture of the sun, a cloud, or a rain cloud. The sun means the weather is perfect and the field is dry, the cloud means fair weather with damp grass, and the rain cloud means bad weather with flooded grass. Use the Control Pad to move the cursor next to the desired field and press the A Button. The game will now begin!

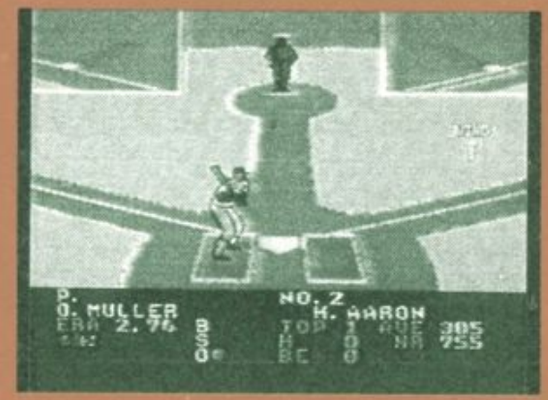
2 Player Game Mode

Make sure two controllers are plugged into your NES. Player 1 should go to the

Select Mode Screen and use the Control Pad to move the cursor to 2 Player Select, then press the A Button to advance to the Random or Member Select Mode Screen. Player 1 must choose one of the two options by moving the cursor with the Control Pad and then pressing the A Button. The remainder of the start-up procedure is the same as in the 1 Player Mode except that Player 2 must also make selections for their team.

Playing The Game

When the Game Screen appears you will see a pitcher and a batter both with their stats listed in the box at the bottom of the screen. A wind direction arrow will also appear on the playing field towards first base.



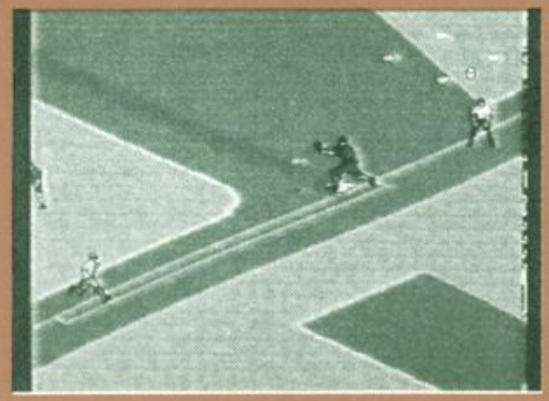
Batting

Player 1 bats first with player two in the field (in the 1 Player Mode, the computer starts in the field). When your team is at bat, you control the batter and any base runners. To move your batter around in the batter's box, press the Control Pad in any direction. To hit the ball, press and hold the A Button as the

pitch reaches the plate. To bunt, tap the A Button quickly several times to move the bat into the desired bunting position.

Pinch-Hitting

Pinch-hitters can be inserted in the line-up at any position. To pinch-hit, press the start button to call time out, then tap the A Button. You will come to a screen that shows all of your players. Use the Control Pad to move the cursor to the player you want to pinch-hit, then press the A Button. to select him. This player will replace the current batter in the line-up. Pinch hitters will remain in the line-up if placed in the first through eighth positions in the batting order. If you pinch-hit for your pitcher, a relief pitcher must be brought in when you take the field (see the section on Relief Pitchers below)



Base Running

If you hit the ball, your batter will begin running to first

base (baserunners are show on a small diamond screen that appears in the upper right-hand side of the game screen). If you want the runner to try for extra bases, press the Control Pad to indicate which base the runner should try for and press the B Button at the same time. If you have more than one runner on base, you must do this for each runner separately.

If your runner is about to be picked off or appears likely to be thrown out if he advances to the next base, you can return him to his original base as long as he has not touched the next base. To do this, press the Control Pad to indicate which base he should return to and press the B Button at the same time.

When there is a pop fly to the outfield and you have a runner on third base, you can make him tag up and run for home after the ball has been caught. Again, use the Control Pad to indicate home plate and simultaneously press the B Button.

Fielding and Throwing

When the ball is hit by the rival team, four of your

infielders will automatically cover the bases. It is important to see the difference between these four fielders and the fielders you can control with the Control Pad. To catch the ball, use the Control Pad to direct the nearest movable fielder to the ball. You can make a diving catch by pressing the Control Pad in the direction of the ball at the same time as you press the A Button. A jumping catch can be made by pressing the A Button when the ball is over a fielder's head.

Once you have caught the ball, you can throw it to any base by choosing the desired base with the Control Pad and pressing the A Button at the same time. If you want to run the ball to a base, press the Control Pad to indicate the base and press the B Button simultaneously.

Pitching

When your team is in the field, you control the pitcher. You can move the pitcher on the rubber by pressing the Control Pad right or left before you begin to pitch. Then press the Control Pad up to choose a slow pitch or down to choose a fastball. At the same time, press the A Button

to begin the wind-up and throw the ball. To control the path of the ball, press the Control Pad right or left while the ball is in the air. This will determine whether the pitch is a curve or a screwball. Each pitcher has different abilities to throw various pitches. A pitcher's overall ability can be determined by his E.R., however different pitcher's endurances will vary. When a pitcher's stamina limit is reached, he will begin to lose speed on his pitches and will be unable to throw effective curveballs.

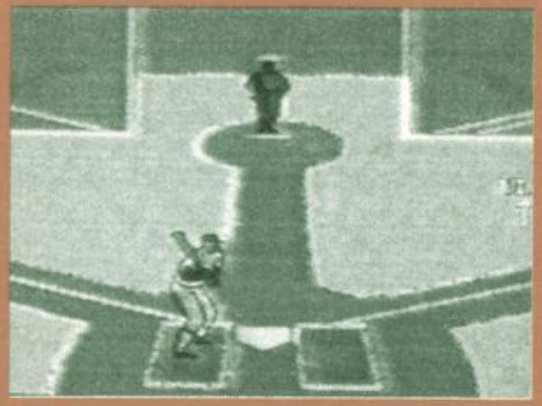
Pick-Off Attempts

To try and pick-off a base runner, first press the B Button. The small diamond screen will appear. Then press the Control Pad to select the base you want to throw to and press the A Button at the same time.

Relief Pitchers

When a pitcher appears to be getting tired, it is a good time to think about bringing in a relief pitcher. To do this, press the START Button to call time. Then press the A Button to access the relief pitcher roster. Press the Control

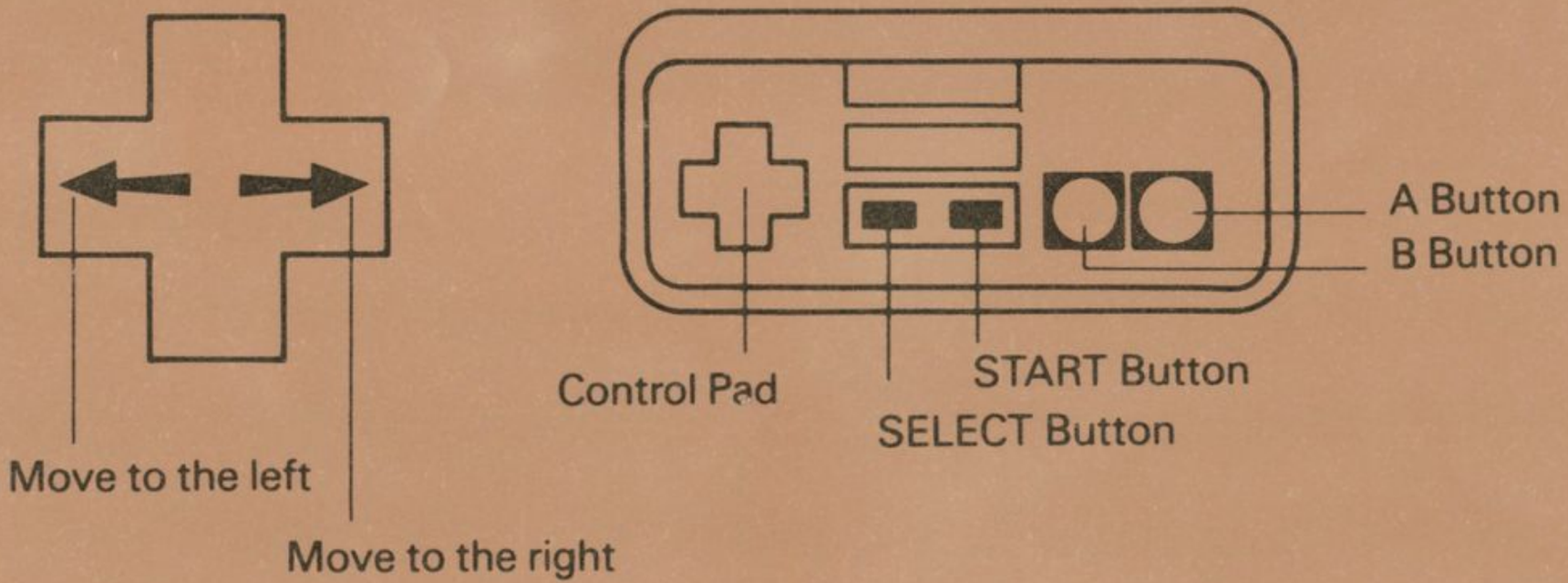
Pad up and down to indicate your choice, then press the A Button again to complete the switch. Remember, a relief pitcher's stamina is less than that of a starting pitcher. So, be careful how often you substitute, as you may run out of pitchers by the end of the game.



3. HOW TO USE THE CONTROLLER

WHEN AT BAT

Controlling the Batter

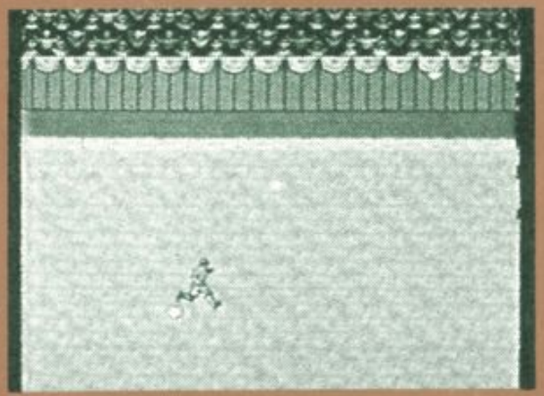

A Button
B Button
Control Pad
START Button
SELECT Button
Move to the left
Move to the right

Control Pad:	*Push to move the batter around in the batter's box.*
START Button:	*Push to call time.*
A Button:	*Push and hold to swing the bat or push several times quickly while the pitcher is winding up to square around and bunt.*
A Button:	*Push while time is called to access the pinch hitter roster and choose a pinch hitter.*

Controlling Base Runners

B Button:	*Push to steal a base or execute a hit-and-run or squeeze play.*

Control Pad + B: *Push to advance a runner to a base or make him return to the base he started at.*



Control Pad + A: *Push to make a runner return to the base he started at.*

WHEN IN THE FIELD

Controlling the Pitcher

A Button: *Push to begin the wind-up and throw the ball.*

Control Pad:	*• Push Right or Left to move the pitcher to the right or left on the rubber before the wind-up.* *• Push and hold Up before the wind-up to throw a slowball.* *• Push and hold Down before the wind-up to throw a fastball.* *• Push Right when the ball is in the air to make it curve right.* *• Push Left when the ball is in the air to make it curve left.*
B Button:	*Push to begin a pick-off attempt.*
Control Pad + A:	*Push at the same time to make your pick-off throw to a specific base.*

Fielding

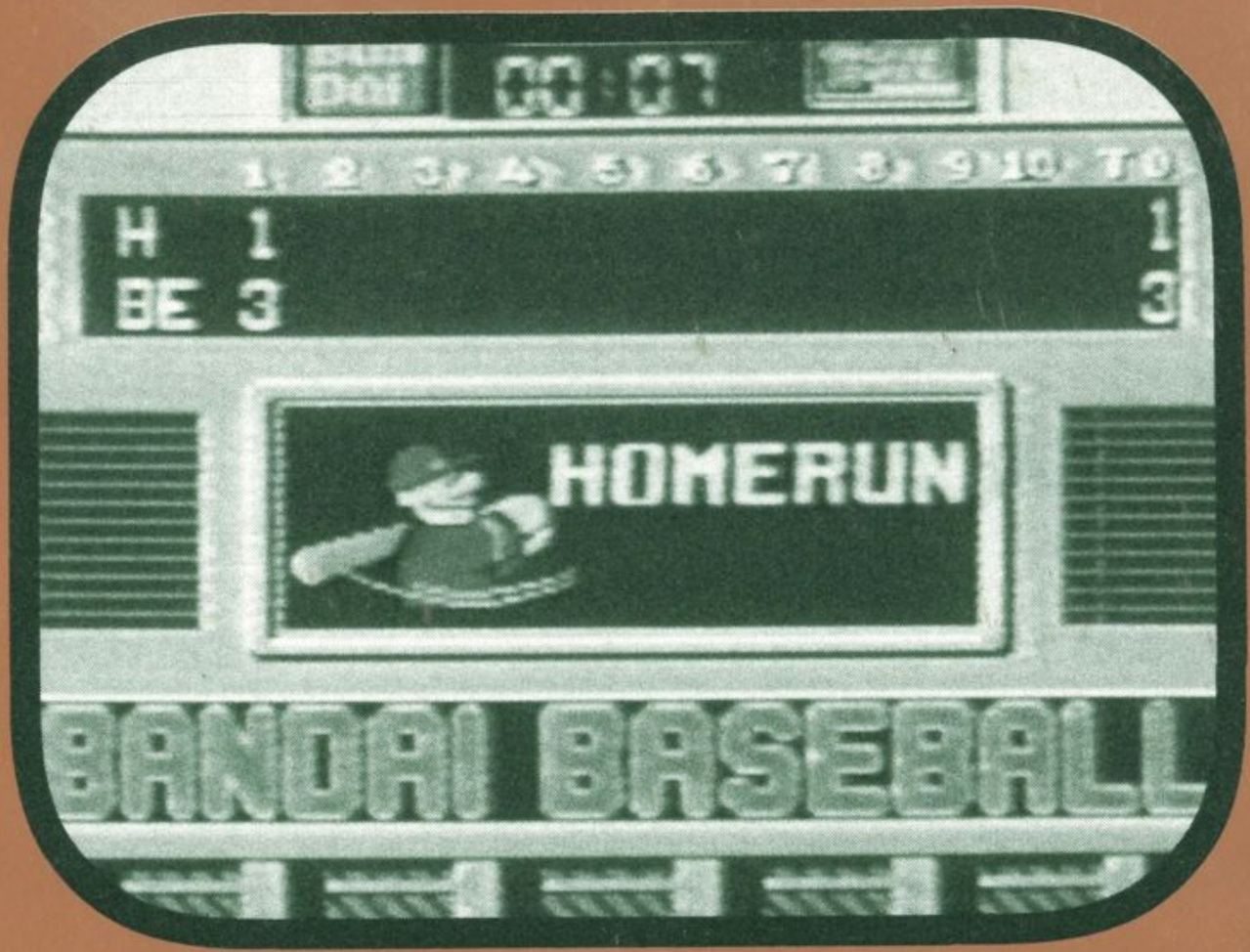
Control Pad:	*Push to move player in position to field the ball.*
Control Pad + A:	*Push to make a diving catch.*
Control Pad + A:	*Push to throw to a base after the ball has been caught.*
Control Pad + B:	*Push to run the ball to a base.*

NOTE: For all operations requiring both the Control Pad and the A or B Buttons, the Control Pad must be pressed first.

PASSWORD PLAY

At the end of a game, a password will be given if you have won. Write this password down. You will need it to start your next game if you want to try for an undefeated season using the same team that just won. To enter the password go to the Baseball Select Mode Screen and move the cursor to Continue. Press the A Button to advance to the Password Input Screen.

Enter the password by using the Control Pad to outline a letter or character and press the A Button to select it. When you have finished, move the outline box to END and press the A Button. If you entered the correct password, you will begin the next game with the next consecutive team. If the score is tied after eighteen innings the game will end in either mode.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Now you can subscribe to the Bandai Gaming News Letter, "BGN". Every month "BGN" will provide special tips, codes, and maps that will help you become an expert Bandai Game player. You will also get the inside scoop on all of our exciting new game releases for 1991 including; "Ultimate Journey", "Extra Bases", "Rocketeer", and "Dick Tracy" (Game Boy version). Just fill in the coupon and mail it in today to begin getting your copy of "BGN"

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90-DAY LIMITED WARRANTY

Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12851 East 166th Street
Cerritos, CA. 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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